

**LEGEND**

**LOCAL SCHEME RESERVES**

Conservation	Public Purposes : Primary School
Parks and Recreation	Public Purposes : Public Utility
Public Purposes : Cemetery	Public Purposes : Waste Disposal
Public Purposes : Civic and Cultural	Public Purposes : Waste Disposal and Parks and Recreation
Public Purposes : Drainage Reserve	Public Purposes : Water Supply
Public Purposes : Police	Railway

**LOCAL SCHEME ZONES**

Commercial	Rural
General Industry	Rural Residential
Light Industry	Special use
Residential	Townsite

**OTHER CATEGORIES**

(see scheme text for additional information)

Scheme Area Boundary
Local Government Boundary
R20 R Codes
R1 Restricted Uses
RR1 Rural Residential Area
SU1 Special use area
No Zone

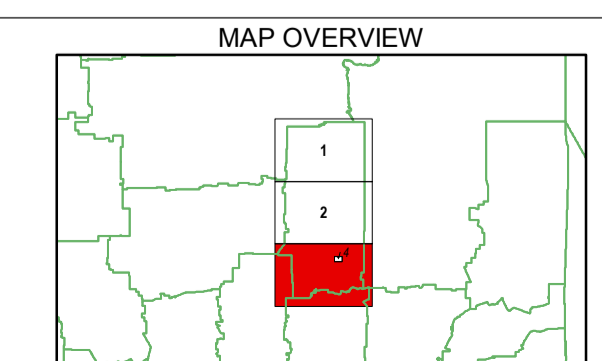
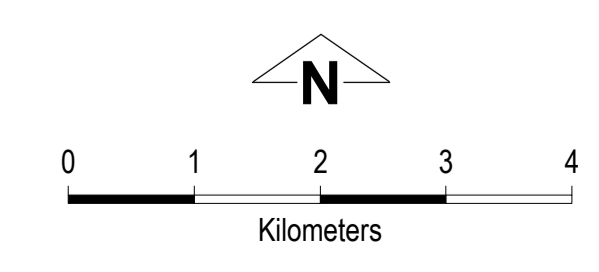
VERSION No 1

Department of Planning, Lands and Heritage  
 This electronic planning map has been prepared and made available for public inspection by the Western Australian Planning Commission pursuant to section 267B of the Planning and Development Act 2005. Whilst all care has been taken to accurately portray the original map, spatial data can be subject to modification over time. If you wish to use a copy of this map in any proceedings, a copy certified by the Commission (or its delegates) under section 267C is evidence of the contents of the electronic map or a part of the map.

If you have questions about the publication or certification of a map, or suspect any omissions or errors in this electronic planning map, please advise the Department of Planning, Lands and Heritage at spatialdata@dph.wa.gov.au

Produced by Data Analytics, Department of Planning, Lands and Heritage. Base Information Supplied by the Western Australian Land Information Authority, SLIP 1180-2020-1

**Shire of Koorda**  
 Local Planning Scheme No. 3  
 ( District Scheme )



Authorised: T.Servaas  
 Plot Date: 07 May 2019  
 G.Gazette: Wednesday, 10 December 2014

Local Planning Scheme Map No. 3 of 4  
 MAP: Koorda Townsite Surrounds

**Shire of Koorda**  
 Local Planning Scheme No. 3  
 ( District Scheme )